

GENERAL, SCORING, and


LINE-UP PROCEDURES

## General Track Procedures

1. Promoters and/or Track Officials reserve the right to reject any car or driver without recourse. All cars and drivers are subject to inspection at any time by Safety/Tech Officials. Inspection does not deem the car to be safe. This is the responsibility of the individual competitors.
2. Drivers under $\mathbf{1 6}$ years old must fill out a Youth Membership and Competition Application. To enter the pits or drive, anyone under 18 years of age will need a Parental Consent Release and Waiver of Liability, Assumption of Risk, and Indemnity Agreement read and signed by a parent or guardian. Minor will need to read and sign a Minor's Assumption of Risk Acknowledgment.
3. No alcoholic beverages or firearms allowed in pits or infield during a race event. Violators will be ejected from pits and may be barred from future race events by Track Management. Illegal drugs will not be tolerated on track property at any time. Violators may be turned over to Local and/or State Law Enforcement Officers and may be barred from future race events held at the track.
4. Any participant involved in any accident while on track premises must report it to the Pit Steward or a Track Promoter before leaving the premises (provided the individual is physically able to make a report). If individual is not able to make the report, then someone from that race team/crew should make the report. Negligence in this matter could result in loss of medical benefits.
5. The Driver and/or Owner, assumes the responsibility for all actions of all members of their race team at all times while on track property and shall be the spokesperson(s) for the car and race team in any and all matters pertaining to the race event and in any discussions with Track Officials in charge. No unauthorized person is permitted on the track and/or infield without permission from an official.
6. No participant shall subject any Track Official or any person on speedway premises to verbal and/or physical abuse or the use of profane and/or threatening language at any time. Anyone taking part in such conduct or causing a public disturbance while on track property may be disqualified and/or suspended.
7. Track Officials may call a race, if dangerous or unsafe conditions arise. If a race is called because of an accident, the weather, a power outage, or other unforeseen incident, the Official Race Finish Payoff will be based on the last scored lap, with any cars involved in the accident being scored at the rear. However, $50 \%$ or more of the laps must be completed before it can be called an Official Race.
8. The Driver and/or Car Owner must file any protest concerning the race and/or scoring of the race with the Pit Steward within ten (10) minutes of the posted finish of the protested race. When necessary, some protest decisions will be made the following week. An appeal board will be convened to mediate any contested decisions.
9. A car can only compete in one division during a race night.
10. Points are awarded to the car only and not to the driver. Point Fund checks will be made out in the car owner's name unless otherwise advised. A driver may apply for a 10 point injury hardship, but must provide a doctor's note to verify the injury and a second note that the driver is cleared for competition.
11. PACE VEHICLE: Do not pass Pace Vehicle while it is on the track and in position. Car(s) passing the Pace Vehicle will be penalized two spots. (Exception: Race Director has the discretion to send vehicles past the Pace Vehicle for purposes of being sent to the tail of the field.)
12. No Driver, Car Owner, or Crew Member will have any claim for damages or expenses against Promoters or Track Officials for reasons of disqualification, and/or damages to car, and/or injuries to driver, owner, and/or crewmember. They all agree that the track is considered safe if they take part in the racing activities.
13. Only one (1) person in and/or on a car at any time while it is on the track or in the pit area.
14. Quads, ATVs, UTVs, and/or Golf Carts in the pits should be licensed and insured. No such vehichles are allowed on track during regular race events without special permission from track officials. No more people than the manufacturer's vehicle capacity. A safe and reasonable speed of max. 15 mph will be observed in the pit area.
15. Approved racing helmet with goggles or full-face shield, flame retardant racing uniform, and racing-style, competition quick-release seat belt harness with shoulder straps, $\underline{\text { must }}$ be worn and fastened at all times while in the car for maximum driver safety. See DIRTcar Rule Book for Specifications.
16. Racing gloves, Nomex underwear and hood, neck support collar, and kneepads are highly recommended.
17. Race teams must have their own fire extinguishers with current inspection sticker. One (1) should be safely and securely mounted in cockpit area of car within easy reach of driver. One (1) should be located in pit stall area and/or at hauler. It is highly recommended that this extinguisher be at least a ten (10) pound unit.
18. Crewed ambulance and fire truck must be on track premises, and Flagman must be in his/her stand before competition will take place on the track.
19. The transponders through the AMB-IT scoring system is what will make the official ruling as to the finish of a race.
20. Cars must have legible numbers displayed on both sides of car ("Door Area") and on the roof / wing. The Track Scorers will modify duplicate numbers. Numbers must be at least 18 inches in height and legible and acceptable to Scorers during the race. The number on the car that comes through the sign-in pit gate will be the car number for the entire evening. A second team car with the same number must be pre-registered with the Pit Steward and tagged with an ID. Duplicate numbers will be assigned a letter that must be placed on the car large enough for pill draw, point keeping, scoring and publicity purposes.
21. Cars that intentionally stop a race (by bringing out a caution) are subject to a "lap down" penalty or possible disqualification, at the discretion of the officials. Disabled cars will pull into the pits or the infield if possible.
22. If a car is involved in two cautions in a heat or B main, or two unassisted and/or three total cautions in a feature, it will be sent off the track to the pits.
23. Black Flag: Car(s) not maintaining a safe speed and/or deemed too unsafe to be in the race, by the race director and/or flagman, for whatever reason, will be black-flagged and may be disqualified from competition in that race. Car will get credit for what it had done up to that point.
24. Any physical confrontation, either on the track or in the pits, could result in the aggressor or aggressors being suspended and/or fined plus the loss of points. A second offense will result in suspension for the remainder of the season.
A. Any driver who enters another driver's pit area will be deemed the aggressor. Away from the driver's pit area, both drivers may be considered aggressors. Drivers will be held responsible for any members of their race team, and the above penalties will apply even if the driver concerned is not directly involved.
B. Any incidents that occur during the last three (3) championship events of the season could result in penalties being applied at the beginning of the following season.
C. Any incidents that are judged to be "deliberate acts of aggression", whether on or off the track, under green or caution, will result in disqualification.
25. Any $\operatorname{car}(\mathrm{s})$ that took the initial green flag MAY re-enter the track after entering the pits during a heat race. However, no car will be permitted to enter or re-enter the track during heats, B-Main or feature until instructed to do so by a Track Official. If light at track entrance is on, a Track Official may direct a driver to join the field at the tail once the field has passed through turn four is safe.
26. In the event that a car, running in competition, gets "out of shape" (spins, bicycles, etc.), but recovers, and keeps racing, but a "quick" caution was displayed, that car will be permitted to maintain the position where it recovered at the discretion of the race director. Driver will not be charged with a caution.
27. Two (2) Pit Crew/Team members, per car, allowed on track or in the infield during a fuel stop; Fuel Only! No tools or gauges allowed, unless otherwise directed by Pit Steward Announcement to all teams. Violations will constitute a Pit Stop.

## 28. Start Rule:

All races will begin at the second cone in turn four. Leaders must maintain an even and constant pace, staying side-by-side until reaching the "fire zone". Rows 2 on back must maintain a two-row formation and remain nose-to-tail until the green is out.

## 29. Restart Rule:

All restarts will be conducted in the following manner:
A. Sprint car restarts will be single file using a cone on the front stretch. Cars may not hit the cone, drive belowthe cone, or pass the car in front of them before getting beyond the cone.
B. A two-cone box will be placed in turn four for Late Models, Modifieds, and Pro Stocks restarts. These cones will be the designated starting point. The race leader will get their choice of starting on the inside or outside line and will lead the pack at a moderate and consistent pace while approaching the two-cone box.
C. All cars must stay in their line, nose-to-tail, without breaking the plane of the rear bumper of the car directlyin front of them. There should be no gapping.
D. If a car passes the car directly in front of it before reaching the two-cone box (or cone on front stretch for Sprints), the car will be penalized two line-up positions per car passed. The penalty will be assessed at that time, if the green flag is not thrown. Otherwise, it will be assessed when the next caution occurs. If there is no other caution, the car will be docked two positions per car jumped for payoff and point purposes after the race.
E. Lapped cars shall be lined-up at the tail of the field in the order they are/were running according to timing and scoring.
F. If a car should break down (stall, jump out of gear, etc.) while in line and other cars have to scatter to avoid an accident, that car shall go to the rear of the field and there will be a new restart. No excessive beating or bumping of the car in front of you.
G. If the leader cannot properly pace the restart, he will be given one additional try. If he is still not successful, the car will be penalized two line-up spots at that time.
H. The race director may, at his discretion towards a driver who may not be maintaining a race speed, place that driverto the rear of the field for restarts.
30. Cars will exit the track going into the pits at turn \#3 off ramp (or turn \#4 on ramp in emergencies). All cars will enter the track through the on ramp gate in turn \#4 only. Failure to comply will cause disqualification and/or suspension.
31. While under power, drivers must be wearing racing helmet, driver's suit, and safety harness when being "pushstarted" in the pits or while on the track. For safety reasons, the Track permits no one to enter the track by way of the turn 3 exit ramp. Violators may cause car to be penalized.
32. If a car goes to the pits, that car will go to the back of the field upon re-entry. If a member of the pit crew enters and/or works on a car while it is on the track, that car will be disqualified for that race. A driver may not exit nor work on the car, while it is on the track, during a caution or red flag condition. If a driver exits the car under caution or red and holds up the restart, the driver will be disqualified for the remainder of that race. (Exception: Car is on fire, driver is assisted out of the car by safety personnel, or driver is permitted by Race Director to exit the car during a red flag situation.) Track officials and employees will not touch race cars for the purposes of repair.
33. Drivers/Owners or Crew Members shall not introduce or generate any toxic waste, medical waste or any other substance requiring special handling, transportation, and disposal of which is governed by any law or regulation, other than such which has been approved by Management, governs disposal of which. If approved, then Drivers/Owner or Crew Members shall be responsible for complying with such laws and regulations, and shall be responsible to make certain that all such waste is removed from the premises at their own expenses, in a manner consistent with governing law and as approved by Management.
34. Any car owner and/or driver may be charged a disposal fee of $\$ 25 /$ tire for each tire left behind in their pit area. Video surveillance may be utilized to assess these fees.
35. Official Rulings are final. On occasions when situations arise that are not covered by written rules, the Track Officials may put Special Rulings into effect if it is deemed necessary.

## Scoring Procedures

1. All scoring stops once a yellow or red flag/light is displayed. DO NOT race back to the flagman, it will not count nor change where you will line-up.
2. The race is officially started when the green is thrown. If a caution flag is thrown for a car or cars, after the green is displayed, car(s) will go to the back of the field or the tail of lead lap cars for the restart. If the green was not displayed, all cars that can, will retain their position. Any car(s) pitting, during a heat, B-Main or feature will go to the rear of the field, whether it is a complete restart or not, once the race has officially started. Any $\operatorname{car}(\mathrm{s})$ that pit during a heat race may re-enter the race under yellow or red conditions. After the green flag is displayed, any car not taking the green flag cannot rejoin the field.
3. For any lap to be considered complete, the leader plus one other car has to have passed the scoring line. If the laps count, all cars passing the finish line before the yellow or red lights came on will retain their positions. The rest of the field will line up in the order they finished the previous lap the way they were scored on the previous lap. The $\operatorname{car}(\mathbf{s})$ that the Flagman threw the yellow/red for will go to the back of the field. Also, in both cases, all cars will restart on the same lap, even if they had pitted that lap before the yellow/red came out (provided the car(s) were scored on the lap).
a. If a yellow or red flag occurs during the first lap of the race, substitute the phrase "the way they were scored the previous lap" (in Rule \#4), with the phrase "according to the original starting line-up.
4. If a yellow or red is displayed during the feature, on the white flag lap, two (2) consecutive green flag laps will berun. In a heat race, only one (1) lap will be run and the flagman will restart the race with the green and white flags.
5. If more than one (1) car exits the race on the same lap, their finish will be determined from their last completed lap. Exception: any car(s) that the yellow or red was thrown for, that exits the track and did not return, will be scored behind any other $\operatorname{car}(\mathrm{s})$ that exited the track on the same lap.
6. Under normal circumstances, a race cannot officially finish under a yellow or red flag. Once the leader takes "checkered", the race is officially over. If the yellow or red is displayed after the leader takes the checkered flag, then all cars that passed the finish line before the yellow or red came out, will be scored accordingly. All other cars, still in competition, that did not pass the finish line before the yellow or red was displayed, will finish according to the last officially completed lap. Any car(s) that the yellow or red was thrown for, will be scored at the end of the last officially completed lap.
7. The transponders through the AMB-IT scoring system is what will make the official ruling as to the finish of a race.
8. When the red flag is displayed, all cars will come to a complete stop as soon as safety will permit, so thatemergency vehicles and safety personnel can get to the scene of the accident quickly and safely. Violators may be penalized at the discretion of the race director.
9. Black Flag: Car(s) may be disqualified (black flagged) by the flagman for not maintaining a safe or adequate speed, being deemed unsafe (for whatever reason), causing too many cautions (yellow or red), or for blatant behavior
violations.
a. If a car is disqualified (black flagged) for causing too many cautions (See: General Track Procedures Rule \#21, \#22, \& \#23), being deemed unsafe (for whatever reason), or not maintaining a safe and adequate speed, that car will be credited for what it had done up to that point.
b. If a car is disqualified (black flagged) for blatant behavioral violations (i.e. rough driving, failure to obey officials, rules, etc.) that car will receive the pay and points for the last place finish of the race. EXAMPLE: If 20 cars start the feature, the disqualified car will receive pay and points for $20^{\text {th }}$ place.
10. NO participant shall subject Scorers or any other Track Officials to verbal and/or physical abuse or the use of profane and/or threatening language at any time. Drivers and/or owners assume the responsibility for all actions of their crew and themselves at all times. Anyone taking part in such conduct and/or causing a public disturbance on track property will be disqualified and/or suspended.
11. Track officials may call a race, if dangerous or unsafe conditions arise. If a race is called because of an accident, weather, power outage, or some other unforeseen incident, the official race finish payoff will be based on the last scored lap. If the cause is an accident, any car(s) involved will be scored at the rear. However, $50 \%$ or more of the laps must be completed before it can be called an Official Race.
12. The AMB-IT electronic timing and scoring system is used for scoring purposes. All cars must be equipped with a working transponder. While track and officials attempt to ensure that all transponders are adequately working at all times, it remains the driver's responsibility that their transponder is working properly.
13. All lapped cars will be sent to the tail of the field by Race Director under caution. All lapped cars will be lined-up according to the running order on the track, for the restart.
14. In all divisions, the top five (5) finishers must scale before returning to the pits. Any driver that exits the track to enter the pits before scaling will be disqualified from the feature event and forfeit feature points.
15. Official Rulings are final. On an occasion when a situation arises that is not covered by written rules, the Track Officials may put Special Rulings into effect, if it is deemed necessary.

## Line-Up Procedures

1. OPENING NIGHT LINE-UP: Same procedure as Season Line-up (see\#2 below) except for "previous feature winner" rule.

## 2. SEASON LINE-UP for All Divisons:

A) Pills will be drawn for heats, with low number starting on the pole.
B) If winner of the previous regular feature race does not attend the next regular event, that car will start no better than mid-field in the next regular feature race it does attend.
C) When Rule \#2B is used: If two or more regular feature winners return to track on the same night, winner of the earliest regular feature race will start ahead of other previous feature winners (provided cars qualified through the heats).
D) Feature winner previous to a special/sanctioned event (i.e. WoO, All Stars, etc.) will start no better than midfield in the next regular feature attended (provided car qualified through the heats). (Refer to Rules \#2B and \#2C if situation arises).

## WEEKLY FORMAT

Two heats: Top five (5) finishers from each heat will redraw for feature starting spots. Winner from previous regular feature race starts no better than mid-field provided car qualified through heats. Exceptions: Refer to

Rules \#2A, \#2B, \#2C, and/or \#2D if situation arises.
Three heats: Top three (3) finishers from each heat will redraw for feature starting spots. The top five (5) heat race finishers will transfer to the feature. Winner from previous regular feature race will start no better than Mid-Field. Exceptions: Refer to Rules \#2A, \#2B, \#2C, and/or \#2D if situation arises. If a B-Main is run, then five (5) cars will transfer to the feature to make a total of twenty (20) cars starting.

Four Heats: Top two (2) qualifiers from each heat will draw for starting spots. The top four (4) heat race finishers will transfer to the feature. Winner of previous regular feature starts no better than Mid-Field. Exceptions: Refer to Rules \#2A, \#2B, \#2C, and/or \#2D if situation arises. If a B-Main is run, then four (4) cars will transfer to the feature to make a total of twenty (20) cars starting. In the event that two B-Mains are needed, two (2) cars will transfer from each B-Main to the feature.
E) CONSECUTIVE WINS: If one car, in any division has three (3) consecutive feature wins (regular Fab Four Races only), that car will start last in the next and every subsequent regular feature race attended (provided the car qualifies), until that car does not win a feature.
F) NUMBER OF CARS IN A HEAT: Maximum of twelve (12) cars per heat.
G) LINE-UP CUT-OFF TIME: 7:00PM will be the cutoff time for heat race line-ups. Any cars arriving after 7:00PM will line up at the rear of their heat. After 7:15PM, the number of heats will not be changed.
H) PROVISIONAL SPOTS: Spot can only be awarded to the highest placing Lernerville regular that is currently in the Top 10 in points.
3. Mid-Season Championship Scoring and Line-Up Procedures for All Divisions: In a change from previous year, the Fab Four Racing program will proceed as normal throughout the entire night with two exceptions:
A. Five laps will be added to each feature event.
B. Previous week's feature winner will not be penalized per normal Fab Four Racing procedures due to associated provisionals earned by the eventual feature winner. They will redraw for the feature based solely on heat results.

## 4. LENGTH OF EVENTS

A. Heats: 8 laps for all divisions
B. Features: Sprints, Late Models and Modifieds run 25-lap feature, while Pro Stocks run 20-lap features.
C. B-Mains:

- Number of laps to be raced will be based on the number of cars in the event and announced that night by track officials.
- If the number of cars available for the B-Main is the same or less than the feature spots they are qualifying for, no B-Main will be run.
- While the $\mathbf{B}$-Main is being run, if the number of cars still running in competition becomes equal or less than the number of spots available, then the B-Main may be checkered and cars will tail the feature in the same order that they were officially scored.

5. All rules will be enforced, and points awarded for a division during its first night of racing at the track. Every car will be allowed its first regular race event to get up to specs; except in the case of extreme or unsafe rule infractions.
6. If a car(s) scratches from the line-up prior to the completion of the first lap in all events, cars will be crisscrossed to fill position; if necessary.
7. Cars will enter line-up positions as directed by line-up officials. Car(s) refusing to line-up in position, as directed by line-up officials, will be assigned to the tail position. Car(s) failing to report to the tail position, if assigned, will not be scored.
8. During realignment, cars will fall back and make a spot for another car to enter when directed on the Raceceiver by the Race Director. Cars refusing to open up a spot when directed by Race Director will be assigned to the tail position. Cars failing to report to tail position will not be scored.
9. JUMPING: Cars will remain in the spot assigned by Track Officials. Failure to remain in the spot assigned by the Track Officials, until the race has officially started or restarted, will result in being penalized by two spots per car jumped. Car may also be charged with a yellow flag, (that yellow will count towards disqualification rule/number of yellows), but not towards cone-restart rule (after third yellow). If there is no restart, then car will be penalized two positions for payoff purposes at finish.
10. Any car that does not run a heat race must start at the rear of the B-Main. If no B-Main is needed that night, the car may start at the rear of the feature line-up, providing there is not a full field of 20 cars.
11. Once a qualified car scratches from the feature, it can only be reinserted into the lineup if it does not cause the need for a B-Main, or if there are not more than 19 cars in the class.
12. If there is a driver substitution after a car has been qualified, that car goes to the rear of the line-up. No driver substitution(s) permitted once a race has officially been started. (Possible exception: in the case of a postponed race, driver substitution is permitted if qualified driver is unable to return for the make-up race.) Violators will be penalized at the discretion of the race director.
13. TOTAL LAPS FOR FUEL STOPS (Sprints): 70 total laps before a fuel stop. Laps will be counted from the initial push-off for the feature race less two (2) laps. Cars must be on the track by the completion of the eighth pace lap for a feature or B-Main and the fourth pace lap of the Heat. Those cars not on the track will be assigned to the rear of the field. If the race has more laps remaining to be run than laps left in the 70 -lap total, race will be stopped for fuel. If red comes out after 60 laps are completed and there are more than five laps remaining to be run, there will be a fuel stop. Two crew members per car are allowed on the track or in the infield during a pit stop. FUEL STOP ONLY! No tools or gauges, unless otherwise directed by Pit Steward through an announcement to ALL crews. No crewmember will enter the track until given the OK by Gateman. Crewmembers must enter tack at on-ramp only. No crewmember allowed in the infield during the race. Driver/Owner is responsible for Crew. Violations count as a Pit Stop and car goes to the rear.
14. SPRINT PUSH-OFFS: There will be only one push-off per event. If car requires a second push-off, that car goes to the rear of the field. Exceptions: Push-offs after a red flag situation or after a fuel stop providing this does not cause a delay to the restart of the race; or if a car is stopped for a safety check at the flag stand or by an official.
15. Official Rulings are final. On occasions when situations arise that are not covered by written rules, the Track Officials may put Special Rulings into effect if it is deemed necessary.

Points Breakdown

| Features |  |
| :---: | :---: |
| Pos. | Points |
| $\mathbf{1}$ | $\mathbf{3 0}$ |
| 2 | $\mathbf{2 8}$ |
| 3 | 26 |


| Heats |  |
| :---: | :---: |
| Pos. | Points |
| 1 | 10 |
| 2 | 9 |
| 3 | 8 |


| 4 | 24 |
| :---: | :---: |
| 5 | 22 |
| 6 | 20 |
| 7 | 19 |
| 8 | 18 |
| 9 | 17 |
| 10 | 16 |
| 11 | 15 |
| 12 | 14 |
| 13 | 13 |
| 14 | 12 |
| 15 | 11 |
| 16 | 10 |
| 17 | 9 |
| 18 | 8 |
| 19 | 7 |
| 20 | 6 |


| 4 | 7 |
| :---: | :---: |
| 5 | 6 |
| 6 | 5 |
| 7 | 4 |
| 8 | 3 |
| 9 | 2 |
| 10 | 1 |
| 11 | 1 |
| 12 | 1 |

